

CE1423 Flash Crash Weekend Continuing Education Instructor: Brian Hibbs	
Objectives:	By the end of the weekend you will:
	<ul style="list-style-type: none"> - Be comfortable with the Flash interface - Know how to use Graphic, Button, and Movie Clip symbols - Create animations with sound - Produce interactive flash content - Publish your creations to the Web or CD-ROM
Recommended reading:	<p>Adobe Flash CS3 Professional Classroom in a Book Learn all you need to know to create engaging interactive content with Flash CS3 using this project-based guide from Adobe.</p> <p>Foundation Flash MX 2004 A Comprehensive Resource for HTML, CSS, DOM & JavaScript</p> <p>Friends Of Ed author: Sham Bhangal</p>
Required materials:	<p>Students will need:</p> <p>A small capacity portable hard drive (USB is recommended) or writable CDs for transporting files to and from class.</p> <p>A digital sound file (wav, aif, or mp3.) Instructor to supply sound files to students who do not provide their own.</p> <p>A set of personal headphones for use when working with audio.</p>
Calendar:	
Day one Getting to Know Flash Lesson one – The Stage and the Library	<ul style="list-style-type: none"> - All about symbols - Bitmap graphics and Vector Graphics - Importing pictures and sound - Organizing your symbols in the library - Exercise – creating symbols on stage and organizing them in the library
Lesson two – Making animations with the	<ul style="list-style-type: none"> - Frames and Keyframes - Using Layers

timeline	<ul style="list-style-type: none"> - Animating by Shape Tweening - Animating Symbols by Motion Tweening - Adding sound to your animation - Exercise – creating a looping animation with audio
Day two Lesson one – Making movies interactive	<ul style="list-style-type: none"> - Actions – how they work - Movie Clips – what are they? - Reusing your symbols - Controlling your movies with Basic Actionscript
Lesson two – publishing your movies	<ul style="list-style-type: none"> - About publish settings - Publishing for web - Publishing for CD-ROM - Publishing a stand-alone flash movie
Grading:	Your performance in this class will be measured against your desire to learn and your individual improvement over the course of the weekend, as well as your ability to demonstrate working knowledge of the material covered over the course of the weekend.

Please Note:

The University of the Arts Continuing Education Program reserves the right to cancel or reschedule any course or to change the instructor. In the case of these circumstances, the university is not responsible for supplies that may be purchased in advance.

*To have ACT 48 Activity Hours for this course reported to the Pennsylvania Department of Education (PDE) you must complete and return the **Request for Activity Hours Submission Form** to the UArts Continuing Studies Office and meet all requirements outlined by the PDE.*